NES-4H-USA

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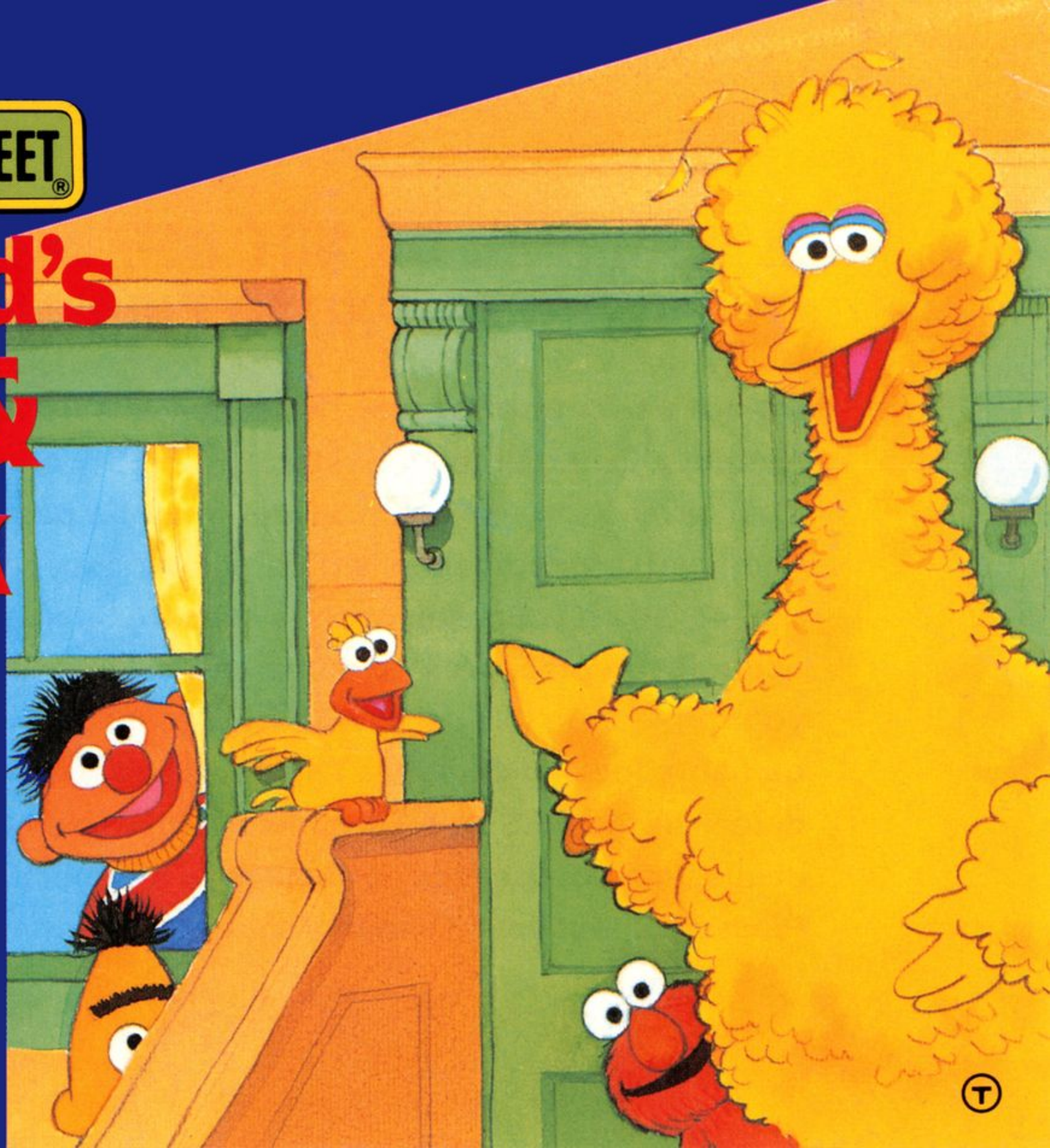
SESAME STREET®

Big Bird's Hide & Speak

Instruction Booklet

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®



⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Nintendo
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SYSTEM®

NINTENDO® AND
NINTENDO ENTERTAINMENT SYSTEM®
ARE REGISTERED TRADEMARKS OF
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PRECAUTIONS

This Game Pak is a precision device. It should be kept away from extreme temperatures. Never hit it or drop it. Do not take it apart.

- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol, or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.©

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

Big Bird's Hide and Speak
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Table of Contents

Thank you for buying **Big Bird's Hide and Speak.** Please read this booklet for a complete explanation of the choices on this game pak.

Getting Started 2

Introduction to Parents 3

Keys to Use 5

Game Choice Menu 6

How To Play 7

Word List 13

Getting Started

Big Bird's Hide and Speak contains six different games. To choose one, follow these steps.

- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power. Big Bird skates onto the screen and invites your child to play **Big Bird's Hide and Speak.** You will hear the Sesame Street theme song. You and your child can sing along with the music!
- The Game Choice Menu appears. Six windows are on the screen. Each window represents one of the games in **Big Bird's Hide and Speak.** Big Bird's pal, Little Bird, flies out and perches on the first window ledge.

You can choose a game by pressing the big black button to move Little Bird from window to window. When Little Bird is perched on the game you want to play, press one of the red buttons to begin.

NOTE: To return to the Game Choice Menu from within a game, press the Select or Start buttons.

Introduction to Parents

Big Bird's Hide and Speak is the first talking game for the Nintendo Entertainment System. Sesame Street is the setting for this memory, letter recognition and simple spelling game. Big Bird and his friends Little Bird, Grover, Elmo, Bert, Ernie and The Count invite your child to participate in several exciting activities.

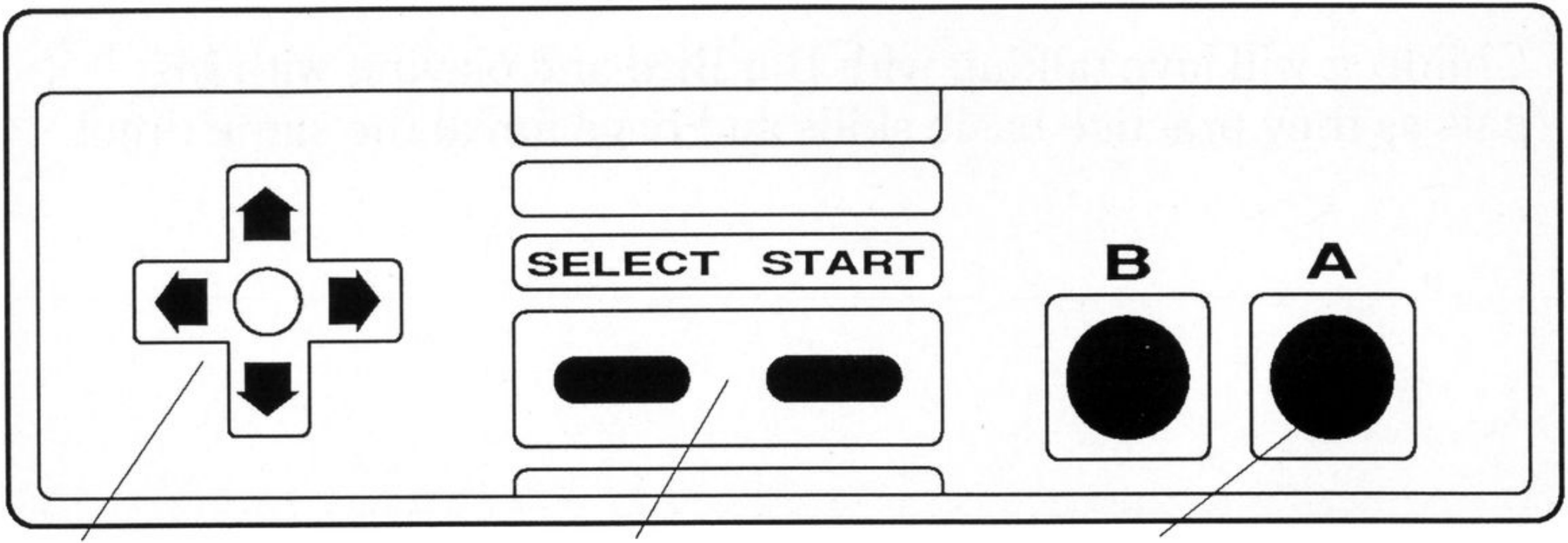
Big Bird and Little Bird gently guide your child through six games that increase in difficulty. Your child can play matching and hiding games with Sesame Street friends and letters of the alphabet. Children can also make words with Big Bird's help or form as many words as possible before the sun sets for the evening on Sesame Street.

Big Bird's Hide and Speak is designed especially for young children. You only need to use two keys. Show your child how the big black button moves Little Bird from choice to choice. Any arrow will move him from window to window. Then, press

either red button when Little Bird is perched on the window ledge of your choice. Big Bird is always there to talk with your child and offer encouragement and hints.

Children will love talking with Big Bird and playing with his pals as they practice basic skills and have fun at the same time!

Keys To Use



Big Bird calls this the Big Black Button. Use it to move Little Bird from window to wndow.

Press these buttons to return to the Game Choice Menu from within a game.

Big Bird calls this the Red Button. Use it when Little Bird is perched on the correct window ledge.

Game Choice Menu

Use the Big Black Button to move Little Bird to the game you want to play and then press the Red Button.

Game One: **Find Your Sesame Street Pal**
Find your Sesame Street Pal when Big Bird says his name.

Game Two: **Play Hide and Seek on Sesame Street**
Locate the Sesame Street character that is hiding from Big Bird.

Game Three: **Find the Letter**
Locate the letter when Big Bird says its name.

Game Four: **Play Letter Hide and Seek**
Find the letters that are hiding from Big Bird.

Game Five: **Make a Word with Big Bird!**
Find the letters to help Big Bird make a word.

Game Six: **How Many Words?**
Spell as many words as you can before the sun sets.

How To Play

Game One: Find Your Sesame Street Pal

Here come Big Bird's pals: Ernie, Bert, Elmo, Grover and The Count. They all run into the house and look out of their windows. Listen to Big Bird as he tells you which friend to find.

Note to Parents: **Find Your Sesame Street Pal** lets your child have fun while introducing the games on **Big Bird's Hide and Speak.** Use this game to show your child how the games are played. Press the Big Black Button to move Little Bird. Then, press either Red Button when Little Bird is sitting on the correct window ledge.

In games one, two, three and four, a round consists of four questions. Big Bird will cheer your child on when the answer is correct. He will gently prompt your child to find the correct answer when the response is incorrect. When all four questions are answered correctly, a Sesame Street pal will delight your child with his zany antics!

Game Two: **Play Hide and Seek on Sesame Street**

Uh, oh. Your Sesame Street friends are really acting silly this time! Big Bird's friends run into the house. One by one, they open their window shades. Big Bird says their names. Then, all the windows close! Can you remember where each one is hiding? Help Big Bird find his pals. Listen to Big Bird as he tells you who to find.

Note to Parents: **Play Hide and Seek on Sesame Street** encourages children to practice memory skills as they try to remember where Big Bird's pals are hiding. If your child experiences difficulty remembering the location of each character, talk about the characters while they still are on the screen. Then, as they disappear, say, "There goes Elmo." Or, "Say good-bye to The Count!" This additional clue may help your child remember each character's location.

Game Three: **Find the Letter**

When the windows open this time, each one of Big Bird's friends is holding a letter. Look carefully. Which letters do you see in the windows? Listen to Big Bird as he tells you which letter to find.

Note to Parents: In **Find the Letter**, children practice letter recognition. They match spoken letter names with letters on the screen. Help your child recognize the letters by saying each one aloud. Have your child repeat the letter names as you say each one.

Game Four: **Play Letter Hide and Seek**

Those Sesame Street characters are at it again! Big Bird's friends run back into the house. This time, they each have a letter. One by one, they open their window shades. Big Bird says the name of each letter. Then, all the windows close! Can you remember where each letter is hiding? Listen to Big Bird as he tells you which letter to find.

Note to Parents: In **Play Letter Hide and Seek** , children combine memory skills with letter recognition. They must remember where each letter is hiding. Help your child by talking about the letters and characters as they are displayed on the screen. For example; say, "Look, there's Elmo holding the letter g." Or, "There's Ernie with the letter p." This may help your child remember the location of each character and his letter.

Game Five: **Make A Word with Big Bird!**

Big Bird needs your help to make words. Each of your Sesame Street pals is holding a letter. Listen to Big Bird as he tells you which word to spell. Make a word by putting three letters together in the correct order.

Note to Parents: In **Make A Word With Big Bird!**, your child combines three letters to make a word. To form words, your child matches a spoken letter name with a printed letter. In this game, Big Bird will call out the letters one by one and cheer your child on when the word is spelled correctly. If your child chooses the incorrect letter, Big Bird will prompt your child to find the right one. When the word is spelled correctly, a Sesame Street pal will delight your child with funny animations.

Game Six: **How Many Words?**

The sun is setting on another fun-filled day on Sesame Street. Before Big Bird says good night, he has one more job for you. It's a spelling game! How many three letter words can you make before the sun goes down?

Note to Parents: **In How Many Words?**, your child spells as many three letter words as possible within a time limit. When your child makes a word correctly, Big Bird spells it out. The correct word moves up into the sky so that your child can spell a new word. When the sun sets, Big Bird reads all of the words that your child has made. Help your child get started by suggesting letters to use to begin a word.

Word List

can	say	met
fan		net
man	bed	pet
pan	fed	set
ran	red	
		big
cap	hen	dig
nap	men	pig
	pen	
hat	ten	hop
sat		mop
	fun	
	sun	

Here are the words that your child spells with Big Bird. When you finish playing the Nintendo game, you can have more fun with words. Ask your child to say a word that rhymes with a word on this list. Then, you say a word. Continue to make real words and then make silly ones!

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

Hi Tech Expressions™ warrants to the original consumer purchaser that Big Bird's Hide and Speak Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.
To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon.-Thurs. and 9:00 A.M. to 1:00 P.M., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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